IMPERIUM - IMPERIAL FISTS

TOR GARADON

Leader | Combat Doctrines | Transhuman Strategist

M	T	SV	W	LD	OC	RW
5"	6	3+	6	6+	1	4+

90 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Artificer Grav Gun — ANTI-VEHICLE 2+

R	A	BS	S	AP	D
18"	3	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Signum Array

In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That enemy unit cannot have the benefit of cover.

4 ANGRIFF

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5 NAHKAMPF

Hand of Defiance

R	A	WS	S	AP	D
Melee	5	2+	12	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

VERTEIDIGUNG

Siege Captain

This model's attacks that target a Fortification/ Monster/Vehicle unit have +2 S, AP and D.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

ANTI This ability always takes the form [ANTI-X Y+].

AUFSTELLUNG

1x Tor Garadon

Ausrüstung: Artificer Grav Gun, Hand of Defiance

Anführer

This model can be attached to the following units:
AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD

KEYWORDS Epic Hero, Character, Infantry, Captain, Gravis, Tor Garadon, Imperium, Leader · **FRAKTION** Adeptus Astartes, Imperial Fists